

AT HOME TENNIS CHALLENGE

During this time when group class is paused, and we are home more than ever before, we challenge you to a series of activities that will improve your game and keep you sharp for when you return to the courts. You don't have to complete every challenge each day. Do as many as you like or just 1 or 2 a day. Set goals for the week and have a planned time to work on your tennis. Share your progress on Instagram or Twitter by tagging @gopherranch #StayAtHome #TennisAtHome #SRPLimitlessShelterInTennisChallenge #NetGeneration #ScottsdaleRanchTennis or send us your progress via email. Most of all have fun with it!

_	_					#StayAtHo						isChalleng	ge	
Racquet Skills								Athletic Skills						
Create a court of any size, using anything, inside or in your yard, and play a match against someone in your house.								Play make 'em move different ways						
Day 1	2	3	4	5	6	7	Day 1	2	3	4	5	6	7	
Play Half-Lobster (trap and tap) forehands and backhands							Play the Racquet Quickness game different ways							
Thay than Eobster (trap and tap) forenands and backhands							Day 1	2	3	4	5	6	7	
Day 1	2	3	4	5	6	7								
Rally volleys against the wall (no bounce!)							Jump rope different ways							
Kally Voli	eys agains	t the wall (no bounce	!)			Day 1	2	3	4	5	6	7	
Day 1	2	3	4	5	6	7								
								Play Big Ball Tennis (cooperatively and competitively)						
Rolling rally tennis (cooperatively and competitively)							Day 1	2	3	4	5	6	7	
Day 1	2	3	4	5	6	7	Day 1	2	3	4	3	0	,	
Longest self rally (forehands, backhands, edgies)							Play All Fours Catch (cooperatively and competitively)							
	<u> </u>					1	Record 1	2	3	4	5	6	7	
Day 1	2	3	4	5	6	7								
							Write a no	ote or send	d a text tha	nking som	eone who	displays gre	eat sports-	
							manship. Pass it on.							
Record 1	2	3	4	5	6	7	Day 1	2	3	4	5	6	7	
Toss for serve and catch in cone above head						Play wall ball (toss and catch against a wall, progress to 1 hand catch)								
1	2	3	4	5	6	7	Day 1	2	3	4	5	6	7	
	1	1	1		1						1	1		